



- Features:**
- Simultaneous play — a true vs game. Challenge all comers to a street fight.
  - Buy in — if game is being played by one person, buy in any time and challenge the person to a duel.
  - Continuous play — if you are defeated, the game can be played from the point of defeat by inserting additional coins before designated time runs out.

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While you control movements of Ryu or Ken, strike the unique Punch or Kick pads with your fist. It's pneumatically controlled.

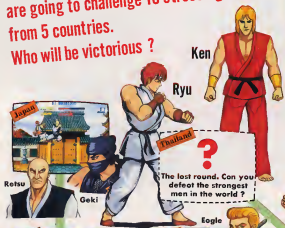


**Harder you strike,  
the stronger the punch  
or kick.**



<b>Joystick</b>	
backward flip	jump
defence & retreat	forward flip
backward stoop & defence	advance
	forward stoop & defence
	stoop
<b>Joystick with punch pad</b>	
backward flip punch	jump & punch
retreat & punch	forward flip punch
retreat stoop punch	advance & punch
	advance stoop punch
	stoop & punch
<b>Joystick with kick pad</b>	
backward flip kick	jump & kick
retreat & kick	forward flip kick
retreat stoop kick	advance & kick
	advance stoop kick
	stoop & kick

**Ryu and Ken, young masters of martial arts,  
are going to challenge 10 street fighters  
from 5 countries.  
Who will be victorious ?**



**Game rules**

- 1 game consists of 3 rounds. Whoever wins 2 rounds first is the winner
- 1 round lasts 30 seconds. If the enemy's damage gauge reaches 0 within 30 seconds, you are the winner of the round
- If both fighters' damage gauge have not reached 0 at the end of 30 seconds period, the player with the least damage is declared the winner of the round.

